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Nov 5 2006, 09:53 PM

Post #1



dwBR-FM 104.3 MANILA &  
dwSB-FM 89.5 Subic Bay

Group: Members  
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Joined: 25-July 06  
From: Subic Bay Freeport Zone  
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Level: 1

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Hp: 30/30

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## Guide on Level 4 Weapon Quest ♦ Class S pRO Complete Version

Requirements:

- 1pc Emperium Anvil
- 2pcs Hammer of Blacksmith
- 1pc Illusion Flower
- 20pcs Gold
- 90pcs of special mineral ores (30pcs each of 3 different kinds)

**F.A.Qs.**

**Q.** Can any character be able to do this quest and what minimum base level?

**A.** Yes, minimum base level of 80

Exp: 18/30

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**Q.** Can I simultaneously do different Class S Lv.4 weapons?

**A.** No, once you've activated any Lv. 4 weapon quest (Class A or S) you won't be able to do another.

**Q.** Is there a chance for the NPC weapon forging to fail?

**A.** Yes, success will have to depend on your real life luck. You will have to defeat the Lv.4 Class-S NPC in the Rock, Paper and Scissors game ♦ 2 wins out of 3 tries. If you lose, 30 pcs of your special mineral ores (out of the 90 needed) will be taken away, discarded from your inventory. Draw means you lose.

**Q.** If I win in the Rock, Paper and Scissors game, will that give me the weapon I want?

**A.** 25% chance to get the weapon that you really want. 50% chance from Bill Thayer's type of ingredients that he will randomly tell you and 50% chance after defeating his son.

Q. Where can I get all the (9) special mineral ores required for this quest?

A.

Agate from Archangeling

Turquoise from Archangeling

Biotite from Mysterlainn

Muscovite from Tirfing

Phlogopite from Executioner

Citrine from Chimera

Rose Quartz from Zherlthsh

Pyroxene from Mutant Dragon

Peridot from Ungoliant

\*15% drop chance ♦ All aforementioned monsters

Quest Proper:

1. Go to Al De Baran and look for **Bill Thayer** (aldebaran 178 239)



He will tell you that he is once a great and famous weapons forger but won't be able to make anything now due to his perennial mourning for the loss of his 4 sons.

2. Go to Nifheim and talk to any of his 4 sons depending on what kind of weapon you want to make. All of his four sons won't remember much regarding their life and will wonder much about what they really want to say.

3. Go back to Bill Thayer in Al De Baran and he will tell you some things regarding his sons upon which you'd be able to get certain hints.





4. Go back to his son that you are currently doing the quest with and a space bar will pop out.



Key in the following NPC respective answers:

Kayron (niflheim 240 193) **You are helpless.**

Reyghema (niflheim 99 268) **That means that you never regret anything!**

Hein (niflheim 187 280) **to forge a good weapon.**

Waltboughst (niflheim 331 72) **All the successful men in history tried their best!**

(Argh!!!! Spoon Feeding ♦ slash oh ehm gee!)

Then he will ask you to gather the requirements (except the special mineral ores)

5. After collecting the items asked for, talk to him again and he will take said items and tell you that he is trying to remember the other special type of ingredients needed to forge the weapon (in futility).

6. Back to Bill Thayer in Al De Baran, he will be surprised to find out that you know the works of his son and will (randomly) tell



you the special mineral ores needed for it ♦ there can be 2 groups of special mineral ores, each group can randomly produce either of the 2 weapons that can be obtained from said group.

7. After collecting the 90pcs (30pcs ea of 3 types) of special mineral ores, bring it back to his son in niff & you♦d now be able to activate the rock, paper & scissors game. Close your eyes, pray and then..... play! 33.4% chance of success.



There are total of 4 NPCs (Bill Thayer♦s Sons) that can produce 4 kinds of Class S Weapons each.

#### NPC 1



Waltboughst (niflheim 331 72)

Key answer: ♦All the successful men in history tried their best!♦

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**Excorcise**



30pcs Pyroxene, 30pcs Turquoise, 30pcs Phlogopite

♦Ceremonial dagger for exorcisms. It possesses a great power which can defeat evil. Pierces defense of Demon monsters.

5 % less damage from Demon monsters.

Receive 10 % more damage from Demi-Human monsters.♦

Weight: 70

Attack: 90

Weapon Class: Dagger

Property: Neutral

Required Level: 36

Applicable Job: Swordsman, Mage, Archer, Merchant, Thief

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**Grand Cross**



30pcs Pyroxene, 30pcs Turquoise, 30pcs Phlogopite

♦A cruciform mace blessed by the Pope of the Rune-Midgard Kingdom.

Automatically cast level 3 Turn Undead by chance.

Regain 1 SP when used to attack on an Undead monster.

Regain 3 SP after killing undead monsters.♦

Weight: 150

Attack: 140

Weapon Class: Mace

Property: Neutral

Required Level: 40

Applicable Job: Acolyte Class

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**Combat Knife**



30pcs Muscovite, 30pcs Citrine, 30pcs Agate

Portable military combat knife for Demi-Human combat.

Ignore defense of demi-human monsters

10 % additional additional damage on Demi-Human monsters.

10 % less damage from Demi-Human monsters.

Attack: 80

Weight: 40

Weapon Class: Dagger

Property: Neutral

Lv Requirement: 36

Applicable Job: Archer, Mage, Merchant, Swordman, Thief

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**Byeollungum**



30pcs Muscovite, 30pcs Citrine, 30pcs Agate

◆A giant one-handed sword used by ancient Korean generals.

All Stats +2

50 % additional damage on boss monsters.

Receive 10 % more damage from normal monsters.◆

Attack: 150

Weight: 90

Weapon Class: One Handed Sword

Property: Neutral

Required Lv.: 40

Applicable Job: Swordsman, Merchant & Thief



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## NPC 2



Reyghema (niflheim 99 268)◆

Key Answer: ◆That means that you never regret anything!◆

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## Rudra◆s Bow



30pcs of Peridot, 30pcs of Muscovite, 30pcs of Rose Quartz

◆A bow that possesses the sacred power of the ancient god, Rudra.

Amplifies its owner's hidden abilities.

50 % additional tolerance to Poison, Curse, Silence, Chaos and Blind effects.

INT + 5

Enables use of level 1 Heal.

Enables use of level 1 Cure.◆

Weight: 120

Attack: 150

Weapon Class: Bow

Property: Holy

Required Level: 48

Applicable Job: Archer Class, Rogue

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## Berserk



30pcs of Peridot, 30pcs of Muscovite, 30pcs of Rose Quartz

◆The Claw of Madness. It increases the wearer's attack speed by 15%◆

Weight: 50

Attack: 120

Weapon Class: Claw

Property: Neutral

Required Level: 36

Applicable Job: Monk, Priest

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### **Tjungkuletti**



30pcs of Agate, 30 pcs of Citrin, 30pcs of Biotite

◆A spear which drains the spirit from an enemy when killed.

Regain 1 SP each time when used to attack.

Regain 5 SP after killing its target.◆

Weight: 100

Attack: 100

Weapon Class: One Handed Spear

Property: Neutral

Required Level: 48

Applicable Job: Swordsman Class

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### **Brocca**



30pcs of Agate, 30 pcs of Citrin, 30pcs of Biotite

◆A spear built to penetrate the armor of an enemy.  
Pierces defense of its target.  
25 % additional damage on Neutral property monsters.◆

Weight: 85

Attack: 85

Weapon Class: One Handed Spear

Property: Neutral

Required Level: 48

Applicable Job: Swordsman Class

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### NPC 3



Hein (niflheim 187 280)

Key Answer: ◆to forge a good weapon.◆

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### Excalibur



30pcs of Biotite, 30pcs of Turquoise, 30pcs of Rose Quartz

The one-handed sword of Arthurian Legend.

By its own will, Excalibur selects an owner to wield its holy powers.

Int +5, Luk +10, Dex -1

Attack: 150



Weight: 120  
Weapon type: One Handed Sword  
Property: Holy  
Lv. Requirement: 40  
Applicable Job: Merchant, Thief, Swordsman  
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### The Edge



30pcs of Biotite, 30pcs of Turquoise, 30pcs of Rose Quartz

"A One-Handed Powerful Sword with an extremely sharp blade. When used it may bring Instant Death to an enemy. Causes COMA effect on its target by low chance. Curse its target by 3%"

Attack: 150  
Weight: 70  
Weapon Class: One Handed Sword  
Property: Neutral  
Lv. Requirement: 40  
Applicable Job: Swordsman, Merchant, Thief & Mage  
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### Dragon Slayer



30pcs of Citrin, 30pcs of Pyroxene, 30pcs of Phlogopite

◆ Giant Sword which is rumored to be made out of a Dragon Cuspid. It can cut through tough dragon scales without difficulty. Pierces defense of dragon monsters. 15% additional damage on dragon monsters. ◆

Weight: 130  
Attack: 150  
Weapon Class: Two-Handed Sword  
Property: Neutral  
Required Level: 48  
Applicable Job: Swordsman Class

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### Schweizersabel



30pcs of Citrin, 30pcs of Pyroxene, 30pcs of Phlogopite

◆A formal-dress saber with Wind Property. Automatically cast Lv.3 Lightning Bolt by Chance. Def +1◆

Weight: 160

Attack: 160

Weapon Class: Two Handed Spear

Property: Wind

Required Level: 48

Applicable Job: Swordsman Class

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### NPC 4



Kayron (niflheim 240 193)

Key Answer: ◆You are helpless.◆

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### Guillotine



30pcs of Turquoise, 30pcs of Peridot, 30pcs of Agate

◆An extremely sharp guillotine blade welded to a handle. Guillotines are known for being the instrument for beheading people. Causes Coma effect on Demi-Human monsters.

Regain 2 SP each time when used to attack Demi-Human monsters.

Regain 20 SP when killing Demi-Human monsters.

Weight: 300

Attack: 215

Weapon Class: Two Handed Axe

Property: Neutral

Required Level: 44

Applicable Job: Swordsman, Merchant

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**Great Axe**



30pcs of Turquoise, 30pcs of Peridot, 30pcs of Agate

◆A gigantic, double-sided Axe. 15% additional chance to stun

Shove its target 5 cells back when used with the Merchant◆s Mammonite skill.◆

Weight: 180

Attack: 187

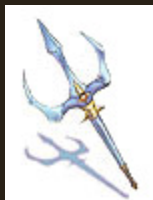
Weapon Class: Two Handed Axe

Property: Neutral

Required Level: 44

Applicable Job: Swordsman, Merchant

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**Brionac**



30pcs of Pyroxene, 30pcs of Phlogopite, 30pcs of Rose Quartz

◆A Spear that radiates Holy Light in all Directions. Each prong can attack different enemies at the same time. Enables use of Level 5 Heal. Automatically Cast Level 3 Soul Strike by chance. Enables the use of Level 3 Soul Strike◆

Weight: 300

Attack: 190



Weapon Class: Two Handed Spear  
Property: Holy  
Required Level: 48  
Applicable Job: Swordsman Class  
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**Longinus◆ Spear**



30pcs of Pyroxene, 30pcs of Phlogopite, 30pcs of Rose Quartz

◆The Legendary Spear of Longinus, a misfortunate soldier who murdered a saint.  
10% additional damage on Demi-Human and Angel Monsters.◆

Weight: 250  
Attack: 180  
Weapon Class: Two Handed Spear  
Property: Shadow  
Required Level: 48  
Applicable Job: Swordsman Class  
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Well.. that◆s just it for the Class-S weapon quest◆ Good Luck!!! (you◆re gonna need it) 😊

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